Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

What is claimed is:

1. (currently amended) A method for creating a dither pattern array, said method comprising:

    a. assigning a value to pixels in a dither pattern array tile such that each consecutive pixel value is placed at a location that is dispersed from previously-placed pixel values that are located in other color channels and other temporal frames, wherein said location is determined with a combined, cross-color-channel, spatio-temporal repellent function.

    a. ~~assigning a value to pixels in the pattern such that subsequent pixel values are placed at a location that is dispersed from previously-placed pixel values that are located in other color channels and other temporal frames.~~

2. (currently amended) A method according to claim 1 wherein said dispersion from previously-placed pixel values in said other color channels is weighted differently from dispersion from said previously-placed pixel values in said other temporal frames.

3. (currently amended) A method according to claim 1 wherein said dispersion from

previously-placed pixel values in other color channels is weighted such that

dispersion from previously-placed pixel values in a first color channel is weighted

differently from dispersion from previously-placed pixel values in a second color

channel.

4. (currently amended) A method for creating a dither pattern for an image

sequence with a-multiple image description channels image, said method

comprising:

assigning a value to pixels in a plurality of dither pattern tiles, each

of said tiles being allocated to an a different image description channel,

wherein said assigning is performed using cross-channel influence and

cross-temporal-frame influence, such that subsequently-assigned pixel

values are placed at a location that is related to the location of previously-

assigned pixel values in the same image description channel, and related to

the location of previously-assigned pixel values in another image

description channels and to the location of previously-assigned pixel

values in another temporal frame.

5. (currently amended) A method according to claim 4 wherein said "related to the

location" comprises dispersion from the location is dispersed from the location of

previously-assigned pixel values in the same image description channel, from the

location of previously-assigned pixel values in another image description channel

and from the location of previously-assigned pixel values in another temporal

frame.

6. (currently amended) A method according to claim 4 wherein said ~~"related to the~~ location~~"~~ ~~comprises dispersion from the location~~ is dispersed from the location of previously-assigned pixel values in the same image description channel, from the location of previously-assigned pixel values in another image description channel and from the location of previously-assigned pixel values in another temporal frame using a combined repellent function comprising a spatial/temporal function and a cross-color-channel function.

7. (currently amended) A method according to claim 4 wherein said relation to the location of previously-designated pixels is channel specific such that pixel values in one color channel ~~will disperse differently~~ have a different relationship on said location than pixel values in another channel.

8. (currently amended) A method according to claim 4 wherein said relation to the location of previously-designated pixels is channel specific such that pixel values in color channels other than the channel of the pixel being designated ~~will disperse differently~~ have a different relationship on said location than pixel values in the same channel.

9. (original) A method according to claim 4 wherein said image description channels are color channels.

10. (original) A method according to claim 4 wherein said image description

channels comprise three channels for each of a red, green and blue color.

11. (canceled).

12. (original) A method according to claim 4 wherein pixel values in said channels

are assigned in parallel with cross-channel dispersion influence for each channel.

13. (currently amended) A method for creating a spatio-temporal array of dither

patterns for use in reducing contouring artifacts in images, said method

comprising:

    a. establishing a spatio-temporal array of dither pattern tiles comprising a

        plurality of temporal framesets, each of said framesets comprising a

        plurality of pattern tiles for each of a plurality of color channels; and

    b. designating pixel values in said dither pattern tiles wherein subsequently-

        designated pixel values are dispersed, by a spatial/temporal/color-channel

        repellent function, from previously-designated pixel values in the same

        dither pattern tile, previously designated pixel values in dither pattern tiles

        at corresponding locations in other color channels and dither pattern tiles

        at corresponding locations in other temporal frames wherein said

        designating produces a dither pattern array that is spatially-high-pass

        within said tiles, high-pass relative to co-located color channel tiles and

        high-pass in relation to co-located tiles in adjacent temporal frames.

14. (currently amended) A method according to claim 13 wherein said dispersion

    from pixel values in other temporal frames is weighted wherein temporal frames

    more temporally distant from a to-be-designated pixel value have a lower

    dispersion than closer temporal frames.

15. (currently amended) A method according to claim 13 wherein said dispersion

from pixel values in other color channels is weighted wherein other color

channels have a lower dispersion than the color channel in which a pixel value is

being designated.

16. (original) A method according to claim 13 wherein pixel values designated in a

last temporal frame are considered temporally adjacent to a first-designated frame

wherein said pixel values in said first-designated frame have a dispersion effect

on pixels designated in said last frame.

17. (canceled).

18. (currently amended) A system for creating a spatio-temporal array of dither

patterns, said method comprising:

    a.   a spatio-temporal array of dither pattern tiles comprising a plurality of

       temporal framesets, each of said framesets comprising a plurality of

       pattern tiles for each of a plurality of color channels; and

    b.   a designator for designating pixel values in said dither pattern tiles

       wherein subsequently-designated pixel values are spatially dispersed from

       previously-designated pixel values in the same dither pattern tile, and

       dither pattern tiles in other color channels, and dither pattern tiles in other

       temporal frames.

19. (canceled)

20. (new)   A method for creating a spatio-temporal array of dither patterns, said

method comprising:

    a.   establishing a first temporal frameset comprising dither pattern tiles for

       each of a plurality of color channels;

    b.   selecting a first pixel value level for subsequent pixel value designation;

    c.   establishing a pixel quantity;

    d.   selecting a color channel for pixel value designation;

    e.   calculating the location of an extreme value of a combined cross-color-

       channel and spatial/temporal repellent function that is influenced by the

       presence of designated pixels in said selected color channel, another color

       channel and another temporal frame;

    f.   designating a pixel value corresponding to said first pixel value level at

       said location;

    g.   updating said combined function to account for the presence of said newly

       designated pixel value;

    h.   selecting a new color channel

    i.   repeating steps e through h until a pixel value has been designated in all

       color channels;

    j.   incrementing a pixel counter value;

    k.   repeating steps e through j until said pixel counter value equals said pixel

       quantity;

      l.   selecting a new pixel value level;

      m. repeating steps b through l until all levels have been designated;

      n. advancing to the next temporal frame; and

      o. repeating steps b through n until all temporal frames have been designated.